

ABSTRACT

5

A technique for simulating the activities of a large number of creatures is described. The technique utilises
10 two modes of simulation. The first mode of simulation is arranged to simulate the activities of all of the creatures. The second mode of simulation is arranged to simulate the activities of a few of the creatures, at a more detailed level than the first mode. The second mode
15 is utilised by the first mode to determine new parameters of individual creatures when the creatures undergo a change in environment.

20